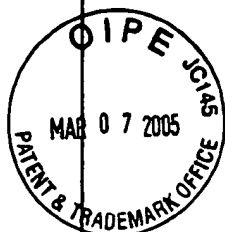


FORM PTO-1449

Atty. Docket No.:  
M61.12-0535Appl. No.:  
10/698,792LIST OF PATENTS AND PUBLICATIONS FOR  
APPLICANT'S INFORMATION  
DISCLOSURE STATEMENT

First Named Inventor:

Wesner Sajous

Filing Date

Group Art:

October 31, 2003

2676

## U.S. PATENT DOCUMENTS

Examiner Initial	Document No.	Date	Name	Class	Sub Class	Filing Date If Appropriate
AA						

## FOREIGN PATENT DOCUMENTS

	Document No.	Date	Country	Class	Sub Class	Translation Yes No
AB						

## OTHER ART (Including Author, Title, Date, Pertinent Pages, Etc.)

AC	ASHIKHMIN, M. 2001. Synthesizing natural textures. <i>ACM Symposium on Interactive 3D Graphics</i> , 217-226.
AD	BAR-JOSEPH, Z., EL-YANIV, R., LISCHINSKI, D., AND WERMAN, M. 2001. Texture mixing and texture movie synthesis using statistical learning. <i>IEEE Transactions on Visualization and Computer Graphics</i> 7, 2, 120-135.
AE	BEIER, T., AND NEELY, S. 1992. Feature-based image metamorphosis. <i>Computer Graphics (Proceedings of SIGGRAPH 92)</i> 26, 2 (July), 35-42.
AF	BROOKS, S., AND DODGSON, N. 2002. Self-similarity based texture editing. <i>ACM Transactions on Graphics</i> 21, 3 (July), 653-656. (Proceedings of ACM SIGGRAPH 2002).
AG	DISCHLER, J., MARITAUD, K., L'EVY, B., AND GHAZANFARPOUR, D. 2002. Texture particles. <i>Computer Graphics Forum</i> 21, 3, 401-410.
AH	EFROS, A. A., AND FREEMAN, W. T. 2001. Image quilting for texture synthesis and transfer. In <i>Proceedings of ACM SIGGRAPH 2001</i> , Computer Graphics Proceedings, Annual Conference Series, 341-346.
AI	EFROS, A. A., AND LEUNG, T. K. 1999. Texture synthesis by non-parametric sampling. In <i>Proceedings of International Conference on Computer Vision</i> .
AJ	GOMES, J., COSTA, B., DARSÁ, L., AND VELHO, L. 1998. <i>Warping and Morphing of Graphics Objects</i> . Morgan Kaufmann.
AK	GORLA, G., INTERRANTE, V., AND SAPIRO, G. 2001. Growing fitted textures. <i>SIGGRAPH 2001 Sketches and Applications</i> (August), 191.
AL	GUO, C., ZHU, S. C., AND WU, Y.-N. 2001. Visual learning by integrating descriptive and generative methods. In <i>Proceedings of International Conference on Computer Vision (ICCV)</i> , 370-377.
AM	HARRISON, P. 2001. A non-hierarchical procedure for synthesis of complex textures. In <i>Proceedings of Winter School of Computer Graphics</i> .
AN	HERTZMANN, A., JACOBS, C. E., OLIVER, N., CURLESS, B., AND SALESIN, D. H. 2001. Image analogies. <i>Proceedings of SIGGRAPH 2001</i> (August), 327-340.
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AP	LEUNG, T. K., AND MALIK, J. 1996. Detecting, localizing and grouping repeated scene elements from an image. In <i>Proceedings of European Conference on Computer Vision</i> .

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AQ						

FOREIGN PATENT DOCUMENTS

	Document No.	Date	Country	Class	Sub Class	Translation Yes No
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OTHER ART (Including Author, Title, Date, Pertinent Pages, Etc.)

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AT	LIU, Z., LIU, C., SHUM, H.-Y., AND YU, Y. 2002. Pattern-based texture metamorphosis. In <i>Proceedings of Pacific Graphics</i> , 184-191.
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AV	MALLAT, S., PAPANICOLAOU, G., AND ZHANG, Z. 1998. Adaptive covariance estimation of locally stationary processes. <i>Annals of Statistics</i> 26, 1, 1-47.
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BA	TONG, X., ZHANG, J., LIU, L., WANG, X., GUO, B., AND SHUM, H.-Y. 2002. Synthesis of bidirectional texture functions on arbitrary surfaces. <i>ACM Transactions on Graphics</i> 21, 3 (July), 665-672. (Proceedings of ACM SIGGRAPH 2002).
BB	TONIETTO, L., AND WALTER, M. 2002. Towards local control for image-based texture synthesis. In <i>Proceedings of SIGGRAPH 2002 - XV Brazilian Symposium on Computer Graphics and Image Processing</i> .
BC	TURK, G. 1991. Generating textures for arbitrary surfaces using reaction-diffusion. <i>Computer Graphics (Proceedings of SIGGRAPH 91)</i> 25, 4 (July), 289-298.
BD	TURK, G. 2000. Texture synthesis on surfaces. <i>Proceedings of SIGGRAPH 2001</i> (August), 347-354.

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FOREIGN PATENT DOCUMENTS

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BF						

OTHER ART (Including Author, Title, Date, Pertinent Pages, Etc.)

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	BH	WEI, L.-Y., AND LEVOY, M. 2000. Fast texture synthesis using tree-structured vector quantization. <i>Proceedings of SIGGRAPH 2000</i> (July), 479-488.
	BI	WEI, L.-Y., AND LEVOY, M. 2001. Texture synthesis over arbitrary manifold surfaces. <i>Proceedings of SIGGRAPH 2001</i> (August), 355-360.
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WS	BN	ZHU, S., WU, Y., AND MUMFORD, D. 1998. Filters random fields and maximum entropy (frame). <i>International Journal of Computer Vision</i> 27, 2 (March), 107-126.

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